L2024 - Jan3 - Hero IS-2 Late Guards Heavy Tank Regiment Berlin: Soviet

Hero IS-2 (Late) Guards Heavy Tank Regiment		Soviet	LS217	103
Hero IS-2 (Late) Guards Heavy Tank Regiment HQ	LS217	12	*	
1x IS-2 (late 122mm)	12			
Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24		
2x IS-2 (late 122mm)	24			
Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24		
2x IS-2 (late 122mm)	24			
Hero IS-2 (Late) Guards Heavy Tank Company	LS218	24		
2x IS-2 (late 122mm)	24			
Red Banner SMG Company	LS203	19		
10x PPSh SMG team				
1x Komissar team	14			
Final DDOL ONO to an exist Done of sort and to do a contract				

• Equip PPSh SMG teams with Panzerfaust anti-tank for +3 points.

• Add one Flame-thrower team for +2 points.

Berlin: Soviet Command Cards		Soviet	2
Lucky		1	
Command Card Lucky	1		
Make Your Own Luck		1	
Command Card Make Your Own Luck	1		

Berlin-Soviet Unit Count: 7 Total Points : 105

Card List:

Lucky

Make Your Own Luck

LS203 Red Banner SMG Company

LS217 Hero IS-2 (Late) Guards Heavy Tank Regiment HQ

LS218 Hero IS-2 (Late) Guards Heavy Tank Company

Pick List:

- 1 Flame-thrower team
- 7 IS-2 (late 122mm)
- 1 Komissar team
- 10 PPSh SMG team with Panzerfaust anti-tank

LUCKY

I'd rather have a lucky general than a good one.

Discard this card to re-roll any one die. The second result must be used.

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POINTS

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MAKE YOUR

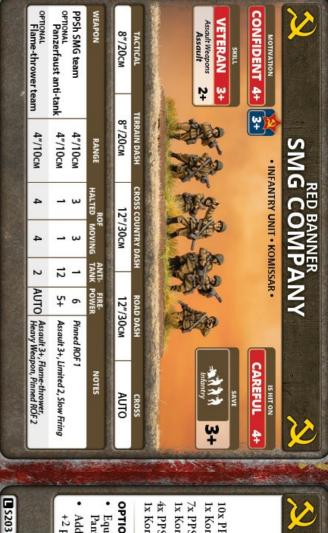
A good general makes his own luck!

Discard this card before you roll any one die to make the roll automatically a 4. Do not roll the die.

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POINTS



1x Komissar 10x PPSh SMG team

4x PPSh SMG team 7x PPSh SMG team OPTIONS 1x Komissar 1x Komissar

+2 points.

Slow Firing:+1 To Hit for Moving ROF. Pinned ROF 2: ROF 2 when Pinned Down Pinned ROF 1: ROF 1 when Pinned Down.

two Teams may use a Panzerfaust. time this Unit rolls To Hit in an Assault,

Limited 2: Each time this Unit Shoots, two Teams may Shoot as a Panzerfaust. Each

Komissar team shoots as PPSh SMG team

Unit passes all Motivation tests on 3+.

Add one Flame-thrower team for

Equip PPSh SMG teams with Panzerfaust anti-tank for +3 points

10 POINTS

14 POINTS

Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.

Komissar: While Komissar is In Command Heavy Weapon: Cannot Charge into Contact

Assault 3+: Team hits on 3+ in Assaults. Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful







IS-2 (LATE) HERO GUARDS HEAVY TANK COMPANY



Bedspring Armour: If team fails its Side

SPECIAL RULES

armour save against a weapon with

Firepower 5+ or 6, Roll a 5+ to ignore

HERO IS-2 (LATE) GUARDS HEAVY TANK COMPANY

2x IS-2 (late 122mm) 3x IS-2 (late 122mm)

OPTIONS

tanks for +1 point.

24 POINTS

36 POINTS

Add Bedspring Armour to all IS-2 (late) Self-defence AA: Weapon can Shoot at Brutal: Infantry, Gun, and Unarmoured Aircraft with ROF 1. Tank Teams re-roll successful Saves.

Slow Firing: +1 To Hit for Moving ROF

■ S218





IS-2 (LATE) HERO GUARDS HEAVY TANK REGIMENT HO



1x IS-2 (late 122mm) HERO IS-2 (LATE)
GUARDS HEAVY TANK REGIMENT HQ 12 POINTS

 Add Bedspring Armour to IS-2 (late) tank for +1 point.

SPECIAL RULES

See Hero IS-2 (late) Guards Heavy Tank Company (LS218)

IS-2 (late) (MG)

16"/40cm

HERO IS-2 (LATE) GUARDS HEAVY TANK REGIMENT FORMATION CONTAINS:

- Hero IS-2 (late) Guards
- 2-4 Hero IS-2 (late) Guards Heavy Tank Company (LS218) Heavy Tank Regiment HQ (LS217)
- 0-1 Hero Guards SMG Company (LS228) or Red Banner SMG Company (LS203) or Hero Engineer-Sapper Company (LS211)

■ S217